



RAINBOW ISLANDS™



— STORY OF THE BUBBLE BOBBLE 2 —

SEGA MS

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



Island of Mystery!

That's where you are all right! Your brother Bobby has disappeared, and it's up to you, Bubby, to rescue him. On this island you'll meet up with lots of strange creatures, and weird scenery! But never forget your goal: to save brother Bobby and your friends from the clutches of the monsters of Rainbow Island!

Take Control!

① Directional Button (D-Button)

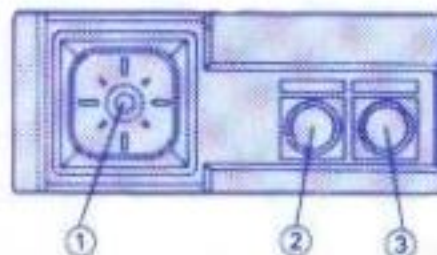
- Moves Bubby.

② Button 1

- Starts the Game/Continues the game when paused.
- Moves through conversations.
- Releases Rainbows.

③ Button 2

- Makes Bubby Jump. Press the D-Button left or right when Bubby is jumping to leap over dangerous places or enemies.



Getting Started

Once you turn on your Master System/Master System II, the SEGA logo will appear, followed by the Rainbow Islands Title screen. Press Button 1 to start the game.

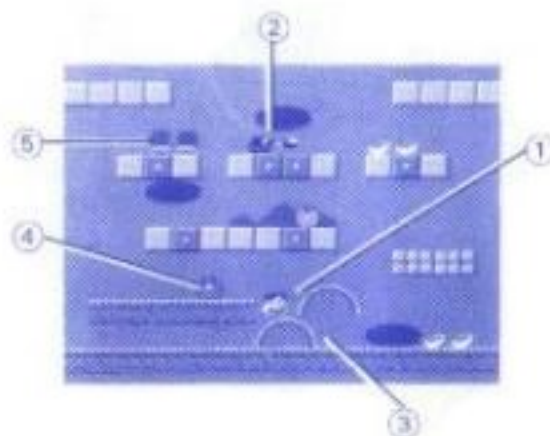
Bubby starts the game with the ability to make Magical Rainbows that turn the enemy creatures into useful items or bonus points. Bubby has to destroy all the creatures in one area to move up to the next area. Each World has 5 Areas, and there are 8 Worlds in all — and plenty of danger and excitement too!

As he destroys the monsters in his way, lots of Magical Items appear to help him reach his goal and rescue all his friends! But can he find all 7 Magic Diamonds and save the good people trapped on the Rainbow Island? Not without your help!



Screen Signals

- ① **Bubby:** This proud young fellow is the only hope of the people trapped on Rainbow Island. His powers include being able to make tremendous jumps, and his weapons are the Magical Rainbows, which take care of all the bad guys in his way!
- ② **Enemy:** Bubby's foes have one thing in mind: Stop Bubby from getting to the end of his adventure in one piece!
- ③ **Rainbows:** Bubby uses his Magical Rainbow to fight the bad guys. Depending on how he uses his Rainbows, Bubby can change the bad guys into Power Potions, Necklaces, Rainbow Diamonds or other useful items!
- ④ **Magical Item:** Magical Items appear whenever Bubby knocks out an enemy.
- ⑤ **Point Items:** These items add points to Bubby's score. Get enough points and gain Lives!



Rainbow Attack!

Bubby's weapon is his Magical Rainbow. All Bubby has to do is shoot a rainbow when an enemy gets close to him. The enemy will fall down and turn into a Point Item. Then, all Bubby has to do to get the item is to walk over it. But hurry! Items disappear after a few seconds.

Another way to use the Magical Rainbow and get Rainbow Diamonds at the same time is to shoot a Magical Rainbow above an enemy, and then jump on top of the rainbow. The Magical Rainbow will fall on top of the enemy, and change it into a Rainbow Diamond, or another Magical Item — try to hit the bad guys this way whenever you can, or it will be much harder to collect all the Rainbow Diamonds.

Bubby's rainbows are pretty bouncy — you can use the Magical Rainbow as a trampoline! Just press Button 2 when Bubby is about to land on the rainbow, and Bubby will bounce off it. You can use this technique to bounce up to ledges, or over your enemies.



Rainbow Walk: You can also use Magical Rainbows to climb up to places that are too high to reach by jumping. Just shoot a rainbow and walk onto it. Then when you reach the top part of the rainbow, shoot another one and walk onto it. Keep doing this until you get to where you want to be.

Finally, if you're standing on something and an enemy is falling down to where you are, shoot a Magical Rainbow where the monster is going to land — they'll get trapped under the rainbow! Then, just jump onto the rainbow, and you'll get a Magical Item!

Magical Items

Rainbow Diamonds: Collect all seven of these diamonds before you reach the Boss Monster of that World, and you will receive a Big Diamond at the end of the World. Each Rainbow Diamond is a different color, and gives you a different letter. Unless you can spell "Rainbow" with the diamonds, you won't be able to get to the last World, so be careful! Here are the letters for the Rainbow Diamonds:



Red Diamond	R
Orange Diamond	A
Yellow Diamond	I
Green Diamond	N
Light Blue Diamond	B
Dark Blue Diamond	C
Purple Diamond	W

① **Potions:** There are two kinds of Potions that Bubby can find. The Orange Potion lets Bubby shoot his rainbows rapid-fire, and the Red Potion doubles Bubby's Magical Rainbow length. Get the Red Potions and you can reach enemies from farther away!

② **Red Sneakers:** There give Bubby extra speed to outrun the bad guys!

①



②



③ **White Star Rods:** There are two kinds of rods — the rod with the green handle, and the rod with the blue handle. The rod with the green handle gives Bubby the power to shoot Magic Stars out every time he jumps. All enemies hit by the Magic Stars turn into Magical Items! The bluehandled rod makes Bubby's Magical Rainbows shoot out Magic Stars whenever Bubby jumps on one.

Note: The power of the rods only lasts for a short time, so try not to use the magic until there are enemies nearby to hit with the Magic Stars.

③



- ④ **Big Star:** Once you reach this item, a bunch of Magic Stars will come out of it and knock down all the enemies standing near you.

- ⑤ **Magic Peacock Feather:** This extra-special Magical Item has a magical helper inside it. She spins around Bubby, protecting him from enemies, bombs and weapons.

There are lots of other Items you can find in your travels through the Rainbow Islands. Write them all down as you find them, so that you know which one is which.

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Game Over/Continue

There are a few ways that Bubby can be defeated. If Bubby is touched by an enemy, he falls over, and loses one life. Also, there is a time limit for each Area — if Bubby can't make it to the top of the Area in time, the Area starts to fill up with water. If Bubby falls in the water . . . Bubby's not a good swimmer.

If Bubby loses all his lives, the Game Over screen will appear. If you want to keep playing, press Button 1. If you want to stop, press Button 2 and the Title screen will appear.

①



Rainbow Worlds

- ① **Insect World (World 1):**

This is a land filled with all kinds of creepycrawlies and flying insects. Make sure to watch out for the spiders — they bounce right over your rainbows!



2 **Combat World (World 2):**

Tanks, mortars and bombers are on a mission: Stop you from getting to the next World!

3 **Monster World (World 3):**

Hairy beasts, lightning-spitting vampires, gigantic bats — even the walls shoot at you! Be careful of the fire pits too!

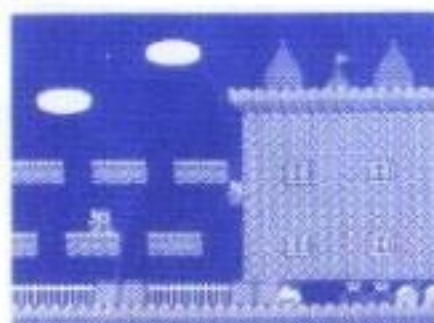
4 **Robot World (World 4):**

This World has all kinds of mechanical meanies. Robots shoot at you, missile launchers fire from all sides, and you'd better look out for spike traps in the floors and ceilings as well!

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5 **Alcanoid World (World 5):**

This mysterious World is filled with strange spheres, spinning pyramids and dangerous polyhedrons! Make sure you find the Crystal Ball in this World, or you won't be able to make it to the end of the game successfully!

6 **Kiki-Kaikai World (World 6):**

You have to be very careful to avoid the weird creatures in this Japanese-style monster World. Long-necked ladies, bent umbrellas and sliding tombstones are just some of the dangers here.

7 **Darius World (World 7):**

The action turns space-age in this galactic danger-zone. Lots of hi-tech weaponry is hanging around to stop our intrepid Bubby. You'll need to use all your Rainbow Walking skills to reach the tops of the Areas — there aren't many ledges to stand on!

8 **Bubble Bobble World (World 8):**

If you got all 7 Big Diamonds, your brother Bobby will show you the way to this World. The monsters here will probably look familiar...

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Magical Secrets

- After each Boss Monster is defeated, you have a choice of talking with them or opening one of the Treasure Chests. If you open a chest you might get nothing — on the other hand, you might get a very valuable Magical Item, so why not take a chance?
- There are some Areas that don't have many ledges to stand on, and you'll have to use your Magical Rainbows to reach the next Area. Try to climb your rainbows so that there's a ledge underneath you, so that if you fall, you won't fall all the way down to the bottom of that Area.
- Dropping Magical Rainbows onto enemy monsters, hitting them with Magic Stars, Star Rain or Star Lightning turns them into magical items or Rainbow Diamonds. Remember that you need all 7 Rainbow Diamonds to get the Big Diamond at the end of each World, and that you need all 7 Big Diamonds to get to World 8 and save the people of Rainbow Island. Get those diamonds!

Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



SEGA

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